

# GYPSY

AVALON HILL'S TRADEMARK NAME  
FOR ITS MICROCOMPUTER GAME ABOUT A LOVABLE MOTH

## FOR:

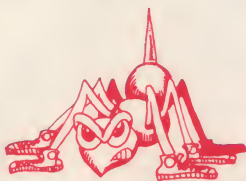
**Atari® 400 & 800 Diskette, 32K**

**Atari® 400 & 800 Cassette, 16K**

## INTRODUCTION

IT'S A JUNGLE OUT THERE! Here you are, a happy-go-lucky bug in the garden of your dreams . . . you have spotted an especially juicy tree in some human's back yard and decided to settle down to some serious leaf munching.

But beware!! You are not the only one who considers this tree their home. Before you sink your teeth into the luscious foliage, be prepared to face enemies on all quarters. Nearby grazes the infamous **Flying Ant of Tasmania**, a stubborn and ill-tempered beast. He is busy about his own work, but if you disturb him he will give you a nasty bite!



All ants are known for their incredible strength, and this one is no exception. The Flying Ants of Tasmania not only inflict a painful bite: they also are grouchy fellows who will not give way to larger creatures. In fact, it's impossible to step over this mean little ant. He may even decide to toss you off your branch! Luckily the Flying Ants are a rare and solitary lot; they dislike even their own company. Thus you will find only a few of them scattered about on various parts of the tree. Nevertheless you must be careful since the Flying Ant can bite even in full flight. Any rapid movement on your part makes them nervous and they start flitting about.



But ants are not your greatest worry. There is much greater danger here. The **Poisonous Mushrooms** at the foot of this tree are definitely to be avoided. Of course, no self respecting leaf muncher is going to eat one of those nasty things . . . no sir! But these Poisonous Mushrooms are special because they can't be eaten. Instead, their poison is spread on the ground about them. This makes it impossible to walk around them. Sometimes, if there's a nearby branch, you can hoist yourself up and over the little nuisances.

But the *real* dangers come from above. Since this is such a beautiful tree, with its marvelous blossoms (they make you immune to attack while you're sipping their nectar), this tree has also been claimed as home by the Fandango Bee and Locknest Spider.



The **Fandango Bee** has already become notorious in lower Sumatra because of her foul temper and selfish desposition. A close relative of the dreaded Mexican Killer Bee (and also cousin to the Gee Bee), The Fandango Bee is an ardent ecologist. She will not appreciate your being here. Nothing makes her more angry than to see someone eating the leaves off her tree, with one exception. Watching you devour the nectar of her precious Qok blossoms will make her absolutely furious.



The **Locknest Spider** spends most of its time dangling from its sticky silk thread. It will dangle quietly on its thread until it spots a careless bug to pounce on. The Locknest Spider does not have very good eye sight and will probably not see you until you have denuded a large part of the tree.

The sting of the Fandango Bee and the bite of the Locknest Spider are very dangerous and even the heartiest of six-legged tree strippers can only endure four bites.

Bee stings, Spider bites, and Ant bites drain your energy reserves. An Ant bite takes away 50 points and a Bee sting/Spider bite will steal 200 points. If your stomach has no munchies in it you may fall down and go **BOOOOM** . . . permanently!



## THE STAFF OF LIFE

A bug has to eat. That's why you came here. Without food, your strength will fade and you will fall to the ground and pass out from exhaustion. When your energy is gone even an ant bite can lead to your demise.

Leaves are nutritious to eat and easy to come by. But a bug can't live by leaf alone and a nice, refreshing nip of nectar would be just the thing to soothe that dry throat. You're in luck: that tree you are foraging in just happens to be the wonderful, magical tree of Qok. Its blossoms possess the most nutritious and refreshing nectar known to the insect kingdom. Unfortunately the tree of Qok only blooms briefly and not many blossoms are to be found on it. You'll soon discover it takes a nimble bug to nab all the nectar.

So eat well while you can. Each leaf section is worth 10 points on the widely accepted Blintz nutritional scale (each leaf has four sections). The nectar from the flowers of Qok are also worth points, and you must take care not to travel on an empty stomach. An empty stomach (zero points) makes you weak. The third time your belly becomes empty you will fall to the ground in a dead faint.

Movement of Gypsy is controlled by the joystick. Eat by positioning Gypsy over a leaf or blossom and press the red joystick button.

## GAME LEVELS

There are four levels of play. Each level is initiated by the following scores:

Level 0	Zero to 3999
Level 1	4000 to 7999
Level 2	8000 to 11999
Level 3	12000 to - - - -

(Cassette version starts at 500 points)

Each level of play causes a new variety of flowers to appear. These flowers are worth from 200 to 1000 points. On replay new flowers may appear.

	Description	Points
Level 0	Pink diamond with rays	200
Level 1	Pink diamond with rays	200
	Yellow "telephone"	500
Level 2	Black diamond with rays	200
	Yellow "telephone"	500
	Black swirl	1000
Level 3	Black swirl	1000

At level 3 the bee is replaced by a spider. Also the bee and spider get faster and more aggressive as your point total goes up.



## ADDITIONAL GAME VARIETY AND HAZARDS

If Gypsy is bitten by the spider or stung by the bee his color changes to embarrassed pink. If bitten/stung twice, his color changes to light purple. On the third bite/sting, the color is blue. On the fatal fourth bite/sting, Gypsy's color is a pallid green.

Each bite/sting noticeably slows down Gypsy's rate of travel (but not the rate of fall). The player can reverse the inherent slowing of Gypsy from the poison of these bites and stings by taking the nectar of the black swirl flower. Aside from being 1000 points, the black flower has the ability to reverse the debilitating effects of previous attacks. The game will still end on the fourth bite, but the black flower will restore Gypsy's normal rate of speed.

## RESTARTING THE GAME

There are two restart options:

1. Yellow **SELECT** key. By pressing this key the last previous score is retained on replay.
2. Yellow **OPTION** key. Pressing this key will reset the previous score to zero on replay. The high score for the series is retained in either case, and it is displayed at game end as well as on the title screen.

NOTE: The leaves do not refresh at replay, they do so continuously during the game. However, this refreshing always goes on out of view. It is impossible to completely denude the tree.

## LOADING THE PROGRAM ATARI® 400/800 DISKETTE

1. Remove the BASIC Cartridge and any other cartridges from the front cartridge slots.
2. Plug the joystick into port #1.
3. Turn on the Disk Drive.
4. Put the game disk in the Disk Drive.
5. Turn on the computer.
6. The program will load and the Title page will appear.
7. To start the game press the Yellow **Start** key.

## **ATARI® 400/800 CASSETTE**

GYPSY is a machine language program which requires at least 16K RAM. It is loaded from the cassette tape by following these steps in exact order:

1. Turn off the ATARI 400/800 and remove all ROM program cartridges from the left and right slots, including the BASIC cartridge. Do not remove the Operating System.
2. Plug the joystick into port #1.
3. Make sure that the cassette is completely rewound. Place it in the player.
4. Push the yellow START key to the right of the ATARI keyboard and KEEP IT DOWN.
5. Turn on the ATARI. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key and press the PLAY button on the recorder.
6. Press the RETURN key on the ATARI keyboard. The cassette player will begin to run and the program will load.
7. When the entire program is loaded, the cassette player will stop automatically and the game will begin. You should rewind the cassette and put it back in the box.

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### **Game Design and Programming:**

Reinhard Mirkovich

### **Playtesters:**

David Kuijt

Charles Kibler

Winchel Chung

### **Typsetting:**

Colonial Composition

### **Prep. Dept. Coordinator:**

Elaine M. Adkins

### **Printing:**

Monarch Services, Inc.

## IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

### **Avalon Hill Microcomputer Games**

4517 Harford Road  
Baltimore, Maryland 21214

Defective software will be replaced.

## QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

## YOU NAME IT, WE GAME IT

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Consumer Relations

4517 Harford Road, Baltimore, MD 21214



## microcomputer games

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